OVERWATCH

AN OVERWATCH D&D 5E CONVERSION

BY: CANISWOLFMAN24
@PIRATEGONZALEZ

Ana

Ana's versatile arsenal allows her to affect heroes all over the battlefield. Her Biotic Rifle rounds and Biotic Grenades heal allies and damage or impair enemies; her sidearm tranquilizes key targets, and Nano Boost gives one of her comrades a considerable increase in power.

Everyone must find their cause. One of the founding members of Overwatch, Ana uses her skills and expertise to defend her home and the people she cares for.

As the Omnic Crisis inflicted a heavy toll on Egypt, the country's depleted and undermanned security forces relied on elite snipers for support. Among them was Ana Amari, who was widely considered to be the world's best. Her superior marksmanship, decision-making, and instincts made her a natural selection to join the Overwatch strike team that would end the war.

Following the success of Overwatch's original mission, Ana served for many years as Strike Commander Morrison's second-in-command. Despite her responsibilities in leading the organization, Ana refused to step away from combat operations. She remained on active duty well into her fifties, until she was believed to have been killed during a hostage rescue mission by the Talon operative known as Widowmaker.

In truth, Ana survived that encounter, despite being gravely wounded and losing her right eye. During her recovery, she wrestled with the weight of a life spent in combat, and she chose to stay out of the world's growing conflicts. However, as time passed, she realized she could not sit on the sidelines while people threatened her city and the innocents around her.

Now, Ana has rejoined the fight to protect her country from the forces that would destabilize it, and most importantly, to keep her family and her closest allies safe.

Ana

Medium humanoid (human), any alignment

Armor Class 14
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Dex +6, Wis 5
Skills History +2, Medicine +5, Perception +5, Religion +2, Stealth +6
Senses passive Perception 15
Languages Common, Arabic
Challenge 2 (450 XP)

Dampen Healing. Any enemy hit by Ana's Biotic Rifle or Biotic Grenade cannot regain hit points for 1 round.

Actions

Biotic Rifle. *Ranged Weapon Attack:* +6 to hit, range 1000 ft., one target. *Hit:* 9 (1d10 + 4) necrotic damage. If she hits an ally, they instead regain 10 hit points.

Sleep Dart (Recharge 5-6). As a bonus action Ana fires a sleep dart. One enemy within 120 feet must make a DC 14 Constitution saving throw or fall unconscious on a failed save. They can repeat the saving throw at the end of each of their turns to end the effect.

Biotic Grenade (Recharge 5-6). Ana throws a grenade at a point she can see within 60 feet. All enemies within 10 feet of the point must make a DC 14 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save or half as much damage on a successful one. Allies in the area regain 20 hit points and regain double the amount of hit points from healing effects for 1 round.

Nano Boost (Recharge short/long rest). One ally Ana can see within 120 feet gains resistance to all damage, their speed is increased by 20 feet, and they deal an additional 5 (1d10) damage on all attacks. This ability lasts for 3 rounds.

Bastion

Medium construct, any alignment

Armor Class 13 (natural)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +4, Con +6
Skills Animal Handling +5, Nature +3, Perception +5, Survival +5
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 15
Languages Understands all languages but cannot speak them, Beeps
Challenge 5 (1,800 XP)

Configuration. Bastion can switch between sentry and recon modes as an action. While in sentry mode, his speed is 0.

Self-Repair. Bastion recovers 10 hit points at the start of each of its turns.

Actions

Submachine Gun (Recon only). *Ranged Weapon Attack:* +4 to hit, range 150/400 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Gatling Gun (Sentry only). All enemies Bastion can see must make a DC 12 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one.

Canon (Tank only). Bastion fires a canon at a point it can see within 100 feet. All creatures within 10 feet of the point must make a DC 14 Dexterity saving throw, taking 45 (10d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Configuration: Tank (Recharge short/long rest). Bastion enters his tank mode as a bonus action, gaining resistance to all damage for up to 3 rounds.

Bastion

Repair protocols and the ability to transform between stationary Assault, mobile Recon and devastating Tank configurations provide Bastion with a high probability of victory.

Once a frontline combatant in the devastating Omnic Crisis, this curious Bastion unit now explores the world, fascinated by nature but wary of a fearful humanity.

Originally created for peacekeeping purposes, Bastion robot units possessed the unique ability to rapidly reconfigure themselves into an assault-cannon mode. But during the Omnic Crisis, they were turned against their human makers, forming the bulk of the omnics' rebel army. Following the resolution of the crisis, nearly all of them were destroyed or disassembled. To this day, Bastion units still symbolize the horrors of the conflict.

One unique Bastion unit, severely damaged in the final battles of the war, was left forgotten for over a decade. It lay dormant, exposed to the elements and rusting while nature slowly reclaimed it. Overgrown with vines and roots and nested upon by small animals, the robot sat inert, seemingly unaware of the passing of time. That was until one fateful day, when it unexpectedly reactivated. With its combat programming all but lost, it instead displayed an intense curiosity about the natural world and its inhabitants. This inquisitive Bastion unit set out to explore its surroundings and discover its purpose on a war-ravaged planet.

Though "Bastion" appears to be gentle—even harmless, at times—its core combat programming takes over when the unit senses danger, utilizing its entire arsenal to eliminate anything it perceives as a threat. This has led to instances of conflict with the few humans it has encountered, and has driven it to avoid populated areas in favor of the wild, uncharted regions of the world.

D.Va

Large construct, any alignment

Armor Class 18 (armor)
Hit Points 338 (25d10 + 200)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	26 (+8)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Dex +7, Wis +5
Skills Athletics +12, Performance +8
Senses passive Perception 10
Languages Common, Korean
Challenge 13 (10,000 XP)

Eject. When D.Va's mech is reduced to 0 hit points or destroyed, D.Va ejects and acts in her human form. While in human form, she has 10 hit points, and her Strength and Constitution scores are 10.

Boosters. While in mech form, D.Va gains a fly speed of 50 feet. D.Va must end her movement on a solid surface.

Close Quarters. D.Va does not get disadvantage for making a Fusion Cannon attack while adjacent to an enemy.

Actions

Multiattack. D.Va makes two Fusion Cannon attacks.

Fusion Cannon (mech only). *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Punch (mech only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Pistol (human only). *Ranged Weapon Attack:* +7 to hit, range 120/300 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Self Destruct. As an action or reaction when the mech is reduced to 0 hit points, the mech suit explodes. All creatures within 60 feet of the mech suit must make a DC 20 Dexterity saving throw, taking 70 (20d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The mech is destroyed and D.Va reverts to her human form.

Reactions

Defense Matrix (Recharge 5-6). Negate the damage and effects of any projectile attacks against D.Va and adjacent allies until the start of her next turn.

D.Va

D.Va's mech is nimble and powerful—its twin Fusion Cannons blast away with autofire at short range, and she can use its Boosters to barrel over enemies and obstacles, or deflect attacks with her projectile-dismantling Defense Matrix.

I play to win. D.Va is a former professional gamer who now uses her skills to pilot a state-of-the-art mech in defense of her homeland.

Twenty years ago, South Korea was attacked by a colossal omnic monstrosity that rose from the depths of the East China Sea. The massive, lumbering construct caused catastrophic damage to coastal cities before it was driven back beneath the waves. In response, the South Korean government developed a mechanized armored drone unit, called MEKA, to protect urban environments in future engagements with the omnic threat.

The government's fears proved to be well founded, as a disturbing pattern of attacks emerged. Every few years, the monstrosity would rise from the sea to assault South Korea and its neighbors. The omnic learned from these encounters, often reconfiguring itself in a different form and appearing with new weapons and capabilities. Each incident ended in a stalemate, with the monstrosity defeated but not destroyed.

As the omnic continued to adapt, it eventually disrupted MEKA's drone-control networks, forcing the military to place pilots in the mechs. Scrambling to find suitable candidates, the government turned to the country's professional gamers, who possessed the necessary reflexes and instincts to operate the mechs' advanced weapons systems. Top stars were drafted, including reigning world champion Hana Song, also known as "D.Va." Famous for her elite skills, D.Va was a fierce competitor who played to win at all costs, and she had a well-earned reputation for showing no mercy to her opponents.

Seeing her new mission as a game, D.Va fearlessly charges into battle alongside the rest of her MEKA unit, ready to spring to her nation's defense at a moment's notice. Recently, she has begun to stream combat operations to her adoring fans, and her growing following has turned her into a global icon.

Genji

Genji flings precise and deadly Shuriken at his targets, and uses his technologically-advanced katana to deflect projectiles or deliver a Swift Strike that cuts down enemies.

Even if I sacrifice my body, I will never sacrifice my honor.
The cyborg Genji Shimada has made peace with the augmented body he once rejected, and in doing so, he has discovered a higher humanity.

As the youngest son of the master of the Shimada ninja clan, Genji lived a life of luxury and privilege. He had little interest in the family's illegal businesses, and although he excelled at and enjoyed his ninja training, he spent most of his time pursuing a playboy lifestyle. Many within the clan considered the carefree Genji to be a dangerous liability, and they resented his father for coddling and protecting him. Following the clan leader's untimely death, Genji's older brother, Hanzo, demanded that Genji take a more active role in their late father's empire. Genji refused, enraging Hanzo. The tension between the brothers built to a violent confrontation that left Genji on the verge of dying.

Hanzo believed that he had killed his brother, but Genji was rescued by Overwatch and the intervention of Dr. Angela Ziegler. The global security force saw Genji as a potential asset in its ongoing operations to combat the Shimada clan. As Genji's injuries left him clinging to life, Overwatch offered to rebuild his body in exchange for his help. He was put through an extensive process of cyberization, which enhanced his natural speed and agility and augmented his superlative ninja skills. Transformed into a living weapon, Genji single-mindedly set about the task of dismantling his family's criminal empire.

But as time passed, Genji felt increasingly at war with himself. He was repulsed by the mechanical parts of his body and could not come to grips with what he had become. When his mission was complete, he abandoned Overwatch and wandered the world in search of meaning. He drifted for many years before crossing paths with the omnic monk Zenyatta. Though Genji initially rejected Zenyatta's wisdom, the benevolent omnic would not be deterred. In time, Zenyatta became his mentor, and under the monk's tutelage, Genji reconciled his dual existence as both man and machine. He learned to accept that although he had a cyborg body, his human soul was intact, and he came to see his new form as a gift and a unique strength.

Now, for the first time in his life, Genji is free. Even he cannot say where his path will ultimately lead.

Genji

Medium humanoid (human), any alignment

Armor Class 18 (cyborg ninja suit)
Hit Points 91 (14d8 + 28)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +9, Wis +4
Skills Acrobatics +9, Insight +4, Perception +4, Stealth +9
Senses passive Perception 14
Languages Common, Japanese
Challenge 7 (2,900 XP)

Cyborg Legs. Genji is always under the effect of the *jump* spell.

Cyborg. Genji counts as a construct.

Actions

Multiattack. Genji makes two shuriken or katana attacks.

Shuriken. *Ranged Weapon Attack:* +9 to hit, range 40/120 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Katana. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Swift Strike (Recharge 5-6). As a bonus action, Genji dashes forward in a line 30 feet long and 5 feet wide. Any enemies in the area must make a DC 17 Dexterity saving throw, taking 28 (8d6) slashing damage on a failed save, or half as much damage on a successful one. If Genji reduces a target to 0 hit points, this ability recharges.

Dragonblade (Recharge short/long rest). Genji channels the spirit of the dragon through his katana for 3 rounds. While using this ability, he can only make katana attacks. His katana range is increased by 5 feet, and its damage is doubled.

Reactions

Deflect. Genji gains a +3 bonus to AC against a melee attack he can see or automatically reflects a ranged attack at a target within 100 feet. The original attack is then compared against the new target.

Hanzo

Medium humanoid (human), any alignment

Armor Class 14
Hit Points 66 (12d8 + 12)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Dex +6, Cha +3
Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages Common, Japanese
Challenge 2 (450 XP)

Large Hitbox. Hanzo scores a critial hit on an attack roll of 18-20.

Actions

Storm Bow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Sonic Arrow. Hanzo fires a tracking arrow at a point within his Storm Bow range. He can see all creatures within 20 feet of the arrow, even if they're behind cover or invisible. Hanzo can only have one sonic arrow active at a time.

Scatter Arrow (Recharge 5-6). Hanzo fires a fragmenting arrow at a point he can see within his Storm Bow range. All enemies within 10 feet of the point must make a DC 14 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. Targets do not get advantage on the saving throw for cover.

Dragonstrike (Recharge short/long rest). Hanzo summons the dragon spirit in a line 10 feet wide and 600 feet long. All enemies in the area must make a DC 14 Dexterity saving throw, taking 27 (6d8) force damage on a failed save, or half as much damage on a successful one. The dragon spirit travels through walls and other obstances without damaging them.

Hanzo

Hanzo's versatile arrows can reveal his enemies or fragment to strike multiple targets. He can scale walls to fire his bow from on high, or summon a titanic spirit dragon.

With every death comes honor. With honor, redemption. Mastering his skills as a bowman and an assassin, Hanzo Shimada strives to prove himself as a warrior without peer.

The Shimada family was established centuries ago, a clan of assassins whose power grew over the years, enabling them to build a vast criminal empire that profited from lucrative trade in arms and illegal substances. As the eldest son of the family's head, Hanzo was bound by duty to succeed his father and rule the Shimada empire. From a young age, he was trained for that responsibility, displaying a natural aptitude for leadership and possessing an innate understanding of strategy and tactics. He also excelled in more practical areas: he was a prodigy in martial arts, swordplay, and bowmanship.

Upon the death of his father, the clan elders instructed Hanzo to straighten out his wayward younger brother so that he, too, might help rule the Shimada empire. When his brother refused, Hanzo was forced to kill him. This act broke Hanzo's heart and drove him to reject his father's legacy, ultimately leading him to abandon the clan and all that he had worked so hard to attain.

Now, Hanzo travels the world, perfecting his skills as a warrior, attempting to restore his honor and put the ghosts of his past to rest.

Junkrat

Medium humanoid (human), any alignment

Armor Class 12
Hit Points 75 (10d8 + 30)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	16 (+3)	10 (+0)	10 (+0)

Saving Throws Str +3, Wis +2
Skills Intimidate +2, Survival +2, Tinker Tools +4
Senses passive Perception 10
Languages Common
Challenge 3 (700 XP)

Explosion Dodger. If Junkrat is subjected to an effect that allows him to make a Dexterity saving throw to take only have damage, Junkrat instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Total Mayhem. When Junkrat dies, he drops explosives. Each creature within 5 feet of him must make a DC 13 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

Actions

Frag Launcher. Junkrat fires a grenade at a point within 100 feet. All creatures within 5 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one.

Concussion Mine (Recharge 5-6). As a bonus action, Junkrat throws a mine at a point within 30 feet and detonates it. All creatures within 5 feet of the mine must make a DC 13 Strength saving throw. On a failed save, they take 7 (2d6) bludgeoning damage and are pushed back 10 feet, or half as much damage on a successful one. If Junkrat is in the area, he takes no damage and is moved 10 feet.

Rip-Tire (Recharge short/long rest). Junkrat summons a Rip-Tire. While the tire is active, Junkrat can't move or take actions.

Reactions

Steel Trap (Recharge 5-6). Junkrat hid a trap that you didn't notice. One target within 60 feet must make a DC 13 Dexterity saving throw, taking 3 (1d6) piercing damage and be immobolized until the end of their next turn on a failed save.

Junkrat

Junkrat's area-denying armaments include a Frag Launcher that lobs bouncing grenades, Concussion Mines that send enemies flying, and Steel Traps that stop foes dead in their tracks.

It's a perfect day for some mayhem. Junkrat is an explosives-obsessed freak who lives to cause chaos and destruction.

The attack on the Australian omnium's fusion core forever altered the landscape of the Outback. After the detonation, the area was transformed into a harsh, irradiated wasteland, littered with debris and the twisted fragments of the ruined facility, and unlivable to most.

But there were some who survived. Calling themselves the Junkers, they scavenged the husk of the omnium and formed a lawless, cutthroat society in its shadow. Junkrat was one of them, eking out a living reclaiming metal and components from the ruins. Like many others, he was affected by the lingering radiation. This touch of madness made him ideal for handling dangerous explosives, a love which he turned into an obsession.

He came to notoriety when he discovered an extremely valuable secret in the bones of the omnium. Though few knew the nature of what he found, he was nonetheless pursued by bounty hunters, gangs, and opportunists wherever he went, until he made a deal with the Junker enforcer Roadhog, who grudgingly agreed to be his personal bodyguard in exchange for a fifty-fifty share of the spoils.

Now, with Roadhog in tow, Junkrat has left the Outback, and embarked upon an international crime spree leaving nothing but havoc and bedlam in his wake.

Rip-Tire

Small construct, unaligned

Armor Class 12
Hit Points 14 (4d6)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (–5)	1 (–5)	1 (–5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses passive Perception 5
Languages none
Challenge 0 (0 XP)

Actions

Explode. All creatures within 20 feet must make a DC 13 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one. The Rip-Tire is destroyed.

Lucio

On the battlefield, Lúcio's cutting-edge Sonic Amplifier buffets enemies with projectiles and knocks foes back with blasts of sound. His songs can both heal his team or boost their movement speed, and he can switch between tracks on the fly.

Come on, let's bring it together! Lúcio is an international celebrity who inspires social change through his music and actions.

Lúcio Correia dos Santos grew up in Rio de Janeiro, in a poor and crowded favela that was hit hard by the financial upheaval following the Omnic Crisis. As Brazil began the long process of recovery, he wanted to find a way to lift the spirits of those around him. He found his answer in music and its power to bring people together and even help them forget their troubles, if only for a short time. He performed on street corners, in block parties, and as he got older, at a string of legendary underground shows.

But Lúcio's close-knit community was thrown into chaos when the multinational Vishkar Corporation secured a contract to redevelop large tracts of the city. Lúcio and his neighbors had been told that the development would improve their lives. However, that promise never became a reality. Vishkar imposed controls on the residents in the name of building a more orderly society: enforcing curfews, cracking down on what the company perceived as lawless behavior, and exploiting the populace as a cheap labor force.

Lúcio wouldn't stand for it. He stole Vishkar sonic technology that had been used to suppress the people, and he converted it into a tool to rally them to action. In a popular uprising, they drove Vishkar out of their neighborhoods. Lúcio's leadership made him a star overnight and a symbol for positive social change. His music skyrocketed in popularity. Whereas he had once performed locally, he was now filling arenas across the world.

With his newfound fame, Lúcio realizes that he has an opportunity to make a difference and change the world for the better.

Lucio

Medium humanoid (human), any alignment

Armor Class 14 (leg armor)
Hit Points 66 (12d8 + 12)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Dex +6, Wis +3
Skills Acrobatics +6, Insight +6, Perform +6, Persuasion +6
Senses passive Perception 13
Languages Common, Portuguese
Challenge 5 (1,800 XP)

Wall Ride. Lucio has a climb speed equal to his speed. He must remain moving while climbing.

Crossfade. Lucio can play two songs, but only one at a time. He can switch between songs as a free action on his turn. Speed boost increases the speed of all allies who can hear him by 20 feet. Healing Boost allies allies to regain 10 hit points at the start of each of their turns when they can hear his song. Lucio is affected by his songs.

Actions

Multiattack. Lucio makes two Sonic Amplifier attacks.

Sonic Amplifier. *Ranged Weapon Attack:* +6 to hit, range 100/300 ft., one target. *Hit:* 6 (1d6 + 3) thunder damage.

Sonic Knockback. All enemies in a 15 foot cone must make a DC 14 Constitution saving throw, taking 7 (2d6) thunder damage and be knocked back 10 feet on a failed save, or half as much damage on a successful one.

Amp it Up (Recharge 5-6). As a bonus action Lucio doubles the effects of his Crossfade songs, to a speed of 40 feet and 20 hit points, respectively.

Sound Barrier (Recharge short/long rest). Lucio grants himself and all allies who can hear him 100 temporary hit points. Any remaining temporary hit points are reduced by 10 at the start of each creature's turn.

McCree

Armed with his Peacekeeper revolver, McCree takes out targets with deadeye precision and dives out of danger with eagle-like speed.

Justice ain't gonna dispense itself. Armed with his Peacekeeper revolver, the outlaw Jesse McCree doles out justice on his own terms.

McCree had already made a name for himself as a member of the notorious Deadlock Gang, which trafficked in illicit weapons and military hardware throughout the American Southwest, when he and his associates were busted in an Overwatch sting operation. With his expert marksmanship and resourcefulness, he was given the choice between rotting in a maximum-security lockup and joining Blackwatch, Overwatch's covert ops division. He chose the latter.

Although he was initially cynical, he came to believe that he could make amends for his past sins by righting the injustices of the world. McCree appreciated the flexibility afforded to the clandestine Blackwatch, unhindered by bureaucracy and red tape. But as Overwatch's influence waned, rogue elements within Blackwatch sought to bring down the organization and turn it to their own ends. Wanting no part of the infighting, McCree set off alone and went underground.

He resurfaced several years later as a gunslinger for hire. But while McCree's talents are sought after by parties great and small, he fights only for causes he believes are just.

McCree

Medium humanoid (human), any alignment

Armor Class 16 (breastplate)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Dex +5, Wis +5
Skills Insight +5, Perception +7, Survival +5
Senses passive Perception 17
Languages Common, Spanish
Challenge 3 (700 XP)

Deadly Aim. McCree can use a bonus action on his turn to gain advantage on his next Peacekeeper attack.

Actions

Multiattack. McCree makes two Peacekeeper attacks.

Peacekeeper. *Ranged Weapon Attack:* +5 to hit, range 200/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Fan the Hammer (Recharge 6). McCree makes 6 Peacekeeper attacks. The range increment for these attacks is 30/60.

Flashbang (Recharge 5-6). As a bonus action, McCree throws a flashbang at a target within 20 feet. The target must make a DC 13 Constitution saving throw or be blinded. They can repeat the saving throw at the end of each of their turns to end the effect.

Deadeye (Recharge short/long rest). McCree takes aim at up to 6 enemies he can see. As a free action on his turn, he can fire. When he chooses to fire, any target he can see that is not behind full cover with 25 hit points or less and not immune to piercing damage is instantly reduced to 0 hit points. McCree can delay firing for up to 3 rounds. For each round he delays, the hit point total to be affected by this attack is increased by 25 hit points. While aiming, McCree's speed is halved and he can take no other actions.

Reactions

Combat Roll. When targeted by an attack, McCree can move 15 feet. This movement does not provoke opportunity attacks.

Mei

Medium humanoid (human), any alignment

Armor Class 12 (parka)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	18 (+4)	12 (+1)	14 (+2)

Saving Throws Dex +3, Wis +4
Skills Arcana +7, Intimidate +5, Medicine +4, Nature +7
Damage Immunities cold
Senses passive Perception 11
Languages Common, Mandarin
Challenge 6 (2,300 XP)

Actions

Endothermic Blaster. One target within 15 feet must make a DC 15 Constitution saving throw. On a failed save, they take 14 (4d6) cold damage and their speed is halved until the end of their next turn. On a successful save, they take half of the damage. If they fail the saving throw by 5 or more, they are frozen (petrified) until the end of their next turn.

Icicle. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 14 (4d6) piercing damage and 14 (4d6) cold damage.

Cryo-Freeze (Recharge 6). Mei surrounds herself in a block of ice until the start of her next turn. She is immune to all damage and regain 50 hit points.

Ice Wall (Recharge 5-6). As a bonus action Mei summons a wall of ice within 60 feet of her. The wall is 5 feet wide and 15 feet tall. The wall disappears once the ability recharges.

Blizzard (Recharge short/long rest). Mei creates a blizzard at a point within 30 feet. All enemies within 20 feet of the point must make a DC 15 Constitution saving throw. On a failed save, they take 35 (10d6) cold damage and are frozen (petrified). They can repeat the saving throw at the end of each of their turns to end this effect. On a successful saving throw, they take half damage and are frozen (petrified) until the end of their next turn.

Mei

Mei's weather-altering devices slow opponents and protect locations. Her Endothermic Blaster unleashes damaging icicles and frost streams, and she can Cryo-Freeze herself to guard against counterattacks, or obstruct the opposing team's movements with an Ice Wall.

Our world is worth fighting for. Mei is a scientist who has taken the fight to preserve the environment into her own hands.

Though many blamed the planet's escalating, unexplained climate phenomena on the advent of new technologies, the rapidly growing omnic population, and drastically increased consumption of resources, the true cause remained unknown. To find a solution, Overwatch established a series of eco-Watchpoints at remote, critical locations worldwide.

Mei-Ling Zhou was a member of this multiyear initiative. A peerless climatologist, she had introduced cutting-edge innovations in the field of climate manipulation that protected at-risk areas in Asia and beyond. She was assigned to the program's monitoring station at Watchpoint: Antarctica when disaster struck: a sudden, catastrophic polar storm battered the installation and cut it off from the outside world, leaving the facility damaged and the scientists stranded. As their supplies dwindled, they entered cryostasis in a last-ditch effort to survive until a rescue attempt could be made.

But that rescue never came. It was years later when the team's cryogenics chamber was finally discovered. Mei, still in hibernation, was the only survivor. The world Mei awoke to had gone through considerable changes: Overwatch was no more, the serious climate issues had worsened, and none of the eco-Watchpoints were in operation. Any clues that they had uncovered were lost.

Mei has decided to continue her work on her own. Equipped with a portable version of her climate-manipulation technology, she travels around the world, hoping to re-establish the eco-network and track down the causes of the threats to the planet's ecosystem.

Mercy

Mercy's Valkyrie Suit helps keep her close to teammates like a guardian angel; healing, resurrecting or strengthening them with the beams emanating from her Caduceus Staff.

Heroes never die. A guardian angel to those who come under her care, Dr. Angela Ziegler is a peerless healer, a brilliant scientist, and a staunch advocate for peace.

Ziegler rose to become the head of surgery at a prominent Swiss hospital before pioneering a breakthrough in the field of applied nanobiology that radically improved the treatment of life-threatening illnesses and injuries. It was this expertise that attracted the attention of Overwatch.

Because her parents had been taken by war, Ziegler was opposed to the organization's militaristic approach to keeping global peace. Ultimately, she recognized that Overwatch offered her the opportunity to save lives on a much larger scale. As Overwatch's head of medical research, Angela sought to leverage her work for healing in frontline crises. The result was the Valkyrie swift-response suit, which Ziegler herself piloted on many Overwatch missions.

Despite her contributions to Overwatch, she was often at odds with her superiors and the organization's overarching aims. When Overwatch dissolved, Ziegler dedicated herself to helping those affected by war.

Though she spends most of her time caring for the broken and dispossessed in crisis areas around the world, Dr. Ziegler can be counted on to don her Valkyrie suit whenever innocents are imperiled.

Mercy

Medium humanoid (human), any alignment

Armor Class 14 (Valkyrie Suit)
Hit Points 83 (15d8 + 15)
Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Con +3, Wis +6
Skills Arcana +5, Insight +6, Medicine +6, Persuasion +6
Senses passive Perception 14
Languages Common, Swiss German
Challenge 4 (1,100 XP)

Guardian Angel. Mercy has a fly speed of 50 feet and can hover.

Angelic Descent. Mercy is immune to falling damage.

Actions

Caduceus Staff (Healing). One ally within 30 feet of Mercy regains 20 hit points. Mercy regains 10 hit points.

Caduceus Staff (Damage). One ally within 30 feet does an additional 11 (2d10) damage on attacks until the end of their next turn.

Caduceus Blaster. *Ranged Weapon Attack:* +4 to hit, range 120/300 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Resurrect (Recharge short/long rest). All dead or dying allies within 60 feet of Mercy are resurrected at full hit points.

Pharah

Soaring through the air in her combat armor, and armed with a launcher that lays down high-explosive rockets, Pharah is a force to be reckoned with.

I will protect the innocent. Fareeha Amari's commitment to duty runs in her blood. She comes from a long line of highly decorated soldiers and burns with the desire to serve with honor.

As a child, Fareeha dreamed of following in her mother's footsteps and joining the global peacekeeping force, Overwatch. She enlisted in the Egyptian army, and her dogged persistence and tactical prowess caused her to rise up through the officer ranks. She was a courageous leader and earned the loyalty of all who served under her. With her exemplary record, Fareeha was well placed to join the ranks of Overwatch, but before she had that opportunity, Overwatch was disbanded.

After leaving the army with a commendation for distinguished service, she was offered employment with Helix Security International, a private security firm contracted to defend the artificial intelligence research facility beneath the Giza Plateau. The top-secret facility was touted as vital to the safety of not only the region but countries across the globe. Fareeha gladly accepted the choice assignment and received training in the Raptora Mark VI, an experimental combat suit designed for rapid mobility and devastating firepower.

Under the call sign "Pharah," she works to safeguard the AI installation. Though she mourns Overwatch's passing, she still dreams of fighting the good fight and making a difference on a global scale.

Pharah

Medium humanoid (human), any alignment

Armor Class 16 (Raptora armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	14 (+2)	14 (+2)	12 (+1)

Saving Throws Strength +5, Constitution +6, Wisdom +5
Skills Insight +5, Perception +5, Persuasion +4
Senses passive Perception 15
Languages Common, Arabic
Challenge 5 (1,800 XP)

Rocket Pack. As long as Pharah is conscious and able to take actions, she does not take falling damage.

Actions

Rocket Launcher. Pharah shoots a rocket at a point within 200 feet. All creatures within 5 feet of the point must make a DC 13 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save or half as much damage on a successful one.

Concussive Blast (Recharge 5-6). As a bonus action, Pharah shoots a wrist rocket at a point she can see within 200 feet. All creatures within 10 feet of the point must make a DC 13 Strength saving throw or be pushed back 20 feet.

Barrage (Recharge 6). Pharah fires a barrage of rockets in a 60 foot cone. All creatures in the area must make a DC 13 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, or half as much damage on a successful one.

Reaper

Hellfire Shotguns, the ghostly ability to become immune to damage, and the power to step between shadows make Reaper one of the deadliest beings on Earth.

Death walks among you. Some speak of a black-robed terrorist known only as the Reaper. His identity and motives are a mystery. What is known is that where he appears, death follows.

The Reaper is an extremely volatile mercenary, a ruthless and remorseless killer responsible for terrorist attacks across the world. He has fought in many armed conflicts in the last decades, showing no loyalty to any cause or organization.

Survivors have described a black shadow ghosting unscathed through the most hellish battlefields. The few bodies recovered of those he kills are pale, empty husks drained of life, their cells showing signs of intense degradation. It is possible that he is a byproduct of failed genetic alteration which forces his cells to simultaneously decay and regenerate at a hyper-accelerated rate.

Those attempting to track his movements have begun to see a pattern in his appearances. They believe that Reaper is hunting former Overwatch agents and systematically eliminating them.

Reaper

Medium humanoid (human), any alignment

Armor Class 15 (tactical armor)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Con +7, Wis +4
Skills Intimidate +3, Perception +4, Stealth +4
Senses passive Perception 14
Languages Common
Challenge 7 (2,900 XP)

Misty Escape. When Reaper drops to 0 hit points he transforms into a cloud of mist instead of falling unconscious. While he has 0 hit points in mist form, he can't revert to his true form. After a long rest, Reaper reverts back to his true form.

Shotguns. Reaper doesn't have disadvantage on Hellfire Shotgun attacks if adjacent to an enemy.

Actions

Multiattack. Reaper makes two Hellfire Shotgun attacks.

Hellfire Shotgun. *Ranged Weapon Attack:* +6 to hit, range 60/120 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage, and an additional 6 (1d12) piercing damage if the target is within 20 feet.

Wraith Form. As a bonus action, Reaper turns to mist and can move up to 30 feet. Reaper can move through the spaces of enemies in this form and does not provoke opportunity attacks for movement.

Shadow Step (Recharge 5-6). Reaper can teleport up to 100 feet to a point he can see.

Death Blossom (Recharge short/long rest). All enemies within 60 feet of Reaper must make a DC 14 Dexterity saving throw, taking 26 (4d12) piercing damage on a failed saving throw, or half as much on a successful one. The damage is doubled against targets within 30 feet of Reaper.

Reinhardt

Clad in powered armor and swinging his hammer, Reinhardt leads a rocket-propelled charge across the battleground and defends his squadmates with a massive energy barrier.

Justice will be done. Reinhardt Wilhelm styles himself as a champion of a bygone age, who lives by the knightly codes of valor, justice, and courage.

Over thirty years ago, Overwatch was founded to counter the threat of the robot uprisings around the world. Reinhardt, a highly decorated German soldier, was inducted as part of the original Overwatch strike team that put an end to the Omnic Crisis. After the conflict's resolution, Overwatch grew into a global institution, keeping the peace in a war-torn world. Reinhardt proved himself to be one of its most stalwart champions.

Reinhardt's unique ethics and larger-than-life persona earned the admiration of his peers and superiors alike. Never afraid to speak his mind, he was Overwatch's most vocal supporter and, when necessary, its harshest critic, providing a constant reminder that Overwatch was meant to be a force for good.

Having served into his late fifties, Reinhardt was faced with mandatory retirement from combat operations. Despondent about being removed from active duty, Reinhardt feared that his days of purpose and glory had ended. As times grew darker and Overwatch came under suspicion of corruption and sedition, Reinhardt could only watch as the cause he had dedicated his life to defending surrendered in disgrace.

Though Overwatch was eventually disbanded, Reinhardt was not content to sit idly by while the world fell to disorder. Once again donning his Crusader armor, he has vowed to fight for justice across Europe like a knight of old, defending the innocent and winning hearts and minds with the promise of better days to come.

Reinhardt

Medium humanoid (human), any alignment

Armor Class 19 (22 with shield)(Crusader armor, shield)
Hit Points 209 (22d8 + 110)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Str +10, Con +10
Skills Athletics +10, History +5, Intimidate +8
Damage Resistances nonmagical bludgeoning, piercing, and slashing
Senses passive Perception 12
Languages Common, German
Challenge 13 (10,000 XP)

Brute. A melee weapon deals one extra die of its damage when Reinhardt hits with it (included in the attack).

Crusader Armor. Reinhardt's armor provides a +1 bonus to AC (included).

Barrier Field. This is a shield that provides a +1 bonus to AC (included). Reinhardt is assumed to be under the effect of the barrier unless he is stunned, paralyzed, or unconscious. Allies adjacent to Reinhardt while the barrier is active gain the benefit of full cover.

Actions

Multiattack. Reinhardt makes two Rocket Hammer attacks.

Rocket Hammer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

Fire Strike (Recharge 5-6). All creatures in a line 5 feet wide and 60 feet long must make a DC 18 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Charge. Reinhardt charges up to twice his speed in a straight line. He can make a +10 melee attack against one target in the line, dealing 18 (2d12+5) bludgeoning damage on a hit and pushing the target the rest of the distance. If the target is pushed into a solid surface, they take an additional 19 (3d12) bludgeoning damage and must make a DC 18 Constitution saving throw or be stunned until the end of their next turn.

Earthshatter (Recharge short/long rest). All creatures in a 30 foot cone must make a DC 18 Strength saving throw, taking 49 (14d6) force damage on a failed save and fall prone and be stunned, or half of the damage and fall prone on a successful one. The targets can repeat the saving throw at the end of each of their turns to end the stun.

Reactions

Shield. When an enemy attacks an ally adjacent to Reinhardt, he grants them disadvantage on the attack.

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Roadhog

Medium humanoid (human), any alignment

Armor Class 13 (natural)
Hit Points 285 (30d8 + 150)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +9, Con +9
Skills Athletics +9, Intimidate +4, Survival +5
Senses passive Perception 11
Languages Common
Challenge 12 (8,400 XP)

Brute. A melee weapon deals one extra die of its damage when Roadhog hits with it (included in the attack).

Actions

Scrap Gun. All creatures in a 15 foot cone must make a DC 17 Dexterity saving throw, taking 36 (8d8) piercing damage on a failed save, or half as much damage on a successful one. The cone can be placed up to 60 feet away, but it must be facing away from Roadhog.

Hook. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Take a Breather (Recharge 5-6). As a bonus action Roadhog heals 70 hit points.

Chain Hook. *Melee Weapon Attack:* +9 to hit, reach 30 ft., one target. *Hit:* Target is pulled adjacent to Roadhog and he can make a Scrap Gun attack as a bonus action.

Whole Hog (Recharge short/long rest). Roadhog's Scrap Gun attack turns into a 30 foot cone, but must be placed adjacent to him. This lasts for up to 3 rounds.

Roadhog

Roadhog uses his signature Chain Hook to pull his enemies close before shredding them with blasts from his Scrap Gun. He's hardy enough to withstand tremendous damage, and can recover his health with a short breather.

I'm a one-man apocalypse. Roadhog is a ruthless killer with a well-earned reputation for cruelty and wanton destruction.

After the Omnic Crisis, government officials gifted the Australian omnium and the surrounding area to the omnics that had nearly destroyed their country, hoping to establish a long-term peace accord. This arrangement permanently displaced Mako Rutledge and a large number of the Outback's residents, a scattered collection of survivalists, solar farmers, and people who just wanted to be left alone.

Furious over the loss of their homes, Mako and others turned to violent rebellion. They formed the Australian Liberation Front and struck against the omnium and its robot population to take back the lands that had been stolen. Events continued to escalate until the rebels sabotaged the omnium's fusion core, resulting in an explosion that destroyed the facility, irradiated the region, and littered the Outback with twisted metal and wreckage for kilometers around.

Mako watched as his home became an apocalyptic wasteland, and he was forever changed.

Adapting to his environment, he donned a mask and took to the broken highways of the Outback on his ramshackle chopper. Little by little, his humanity was forgotten. The last vestiges of Mako faded away and the ruthless killer Roadhog was born.

Soldier 76

Armed with cutting-edge weaponry, including an experimental pulse rifle that's capable of firing spirals of high-powered Helix Rockets, Soldier: 76 has the speed and support know-how of a highly trained warrior.

We're all soldiers now. Currently the target of an international manhunt, the vigilante known as Soldier: 76 wages a personal war to expose the truth behind Overwatch's collapse.

Soldier: 76 revealed himself in a string of attacks that crisscrossed the globe, targeting financial institutions, shadowy corporations, and secure Overwatch facilities. Though to the outside world his motives are inscrutable, there are those who claim that he is a former Overwatch agent, determined to shed light on the conspiracy that brought down the organization.

While his true identity remains a mystery, he is believed to have been trained as a member of the American "soldier enhancement program." He possesses physical capabilities exceeding those of a conventional soldier's, as well as other augmentations that make him a peerless combatant. In addition, he utilizes a cutting-edge arsenal, much of it stolen in raids on Overwatch installations.

Unrelenting in his search to find those responsible for Overwatch's fall, Soldier: 76 will stop at nothing to bring them to justice.

Soldier 76

Medium humanoid (human), any alignment

Armor Class 14 (jacket)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Wis +3, Cha +3
Skills History +2, Intimidate +3, Perception +3
Senses passive Perception 13
Languages Common
Challenge 2 (450 XP)

Sprint. Soldier 76 can take the Dash action as a bonus action.

Actions

Heavy Pulse Rifle. *Ranged Weapon Attack:* +5 to hit, range 150/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Helix Rockets (Recharge 5-6). As a bonus action, Soldier 76 fires rockets from his pulse rifle. One target within 60 feet must make a DC 13 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

Biotic Field (Recharge 6). As a bonus action, Soldier 76 places a healing field on the ground. Soldier 76 and all allies who start their turn within 10 feet of him regain 10 hit points at the start of each of their turns. The field lasts for 3 rounds.

Tactical Visor (Recharge short/long rest). As a free action, Soldier 76 activates his tactical visor. For the next 3 rounds, all of his Heavy Pulse Rifle attacks automatically hit. Targets also have disadvantage on saving throws against his Helix Rockets.

Sombra

Stealth and debilitating attacks make Sombra a powerful infiltrator. Her hacking can disrupt her enemies, ensuring they're easier to take out, while her EMP provides the upper hand against multiple foes at once. Sombra's ability to Translocate and camouflage herself makes her a hard target to pin down.

Everything can be hacked... and everyone. One of the world's most notorious hackers, Sombra uses information to manipulate those in power.

Long before she took up the alias "Sombra," [redacted] was among the thousands of children who were left orphaned in the aftermath of the Omnic Crisis. With much of her country's infrastructure destroyed, she survived by utilizing her natural gifts with hacking and computers.

After [redacted] was taken in by Mexico's Los Muertos gang, she aided it in its self-styled revolution against the government. Los Muertos believed that the rebuilding of Mexico had primarily benefited the rich and the influential, leaving behind those who were most in need of assistance.

Following her many conquests, [redacted] was supremely confident in her skills, but she was caught unprepared when she stumbled into the web of a global conspiracy—one that had also noticed her. With her security irreparably compromised, [redacted] was forced to delete all traces of her identity and went into hiding.

She later reemerged as Sombra, upgraded and determined to find out the truth behind the conspiracy she had uncovered. Sombra launched an even more audacious string of hacks, and her exploits earned her no shortage of admirers, including Talon. She joined the organization's ranks and is believed to have contributed to its massive cyberattacks against corporations with strong ties to their governments. These efforts incited a popular revolution in Mexico against LumériCo and breached the security of Volskaya Industries, the manufacturing arm of Russia's anti-omnic defense.

Sombra

Medium humanoid (human), any alignment

Armor Class 13 (leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Dex +4, Wis +3
Skills Arcana +6, Investigation +6, Sleight of Hand +4, Stealth +4, Thieves Tools +4
Senses passive Perception 11
Languages Common, Spanish
Challenge 1/2 (100 XP)

Sneak Attack (1/Turn). Sombra deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of her that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Life Sense. Sombra can see the outline of any creature within 100 feet of her that has less than half of it's maximum hit points remaining, even if they are behind total cover.

Actions

Machine Pistol. *Ranged Weapon Attack:* +4 to hit, range 100/300 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hack (Recharge 5-6). One creature that Sombra can see within 20 feet must make a DC 14 Wisdom saving throw or be incapacitated. They can repeat the saving throw at the end of each of their turns to end this effect.

Thermoptic Camo (Recharge 6). Sombra casts *invisibility* on herself.

Translocator. As a bonus action Sombra can teleport up to 60 feet once per turn. She can also use this as a reaction.

EMP (Recharge short/long rest). All enemies within 20 feet of Sombra must make a DC 14 Wisdom saving throw. On a failure, they are incapacitated. They can repeat the saving throw at the end of each of their turns to end this effect.

Symmetra

Symmetra utilizes her light-bending Photon Projector to dispatch adversaries, shield her associates, construct teleportation pads and deploy particle-blasting Sentry Turrets.

The true enemy of humanity is disorder. Symmetra literally bends reality. By manipulating hard-light constructs, she crafts the world as she wishes it to be, in hopes of engineering a perfect society.

Following the Omnic Crisis, the Vishkar Corporation of southern India began the laborious process of creating new, self-sustaining cities to house the nation's displaced population. One such city, Utopaea, was created using radical hard-light technology that enabled its architechs to shape the city's streets, utilities, and living spaces in the blink of an eye.

After she was identified as one of the few capable of becoming a light-bending architech, young Satya Vaswani was plucked from extreme poverty and placed in the care of Vishkar's architech academy, never to return home. Isolated and lonely in her new life, Satya immersed herself in her education and training. She quickly grasped the applications of the technology and was one of the top students in her class. Satya approached hard-light manipulation differently than her peers, with their more procedural, mechanical constructions, instead weaving her constructs in the motions of the traditional dance of her homeland.

Though she was one of Utopaea's top architechs, the Vishkar Corporation saw far greater potential in Satya's abilities. Giving her the moniker "Symmetra," Vishkar sent her on clandestine missions around the world to uphold its corporate interests and expand its influence into other countries.

Symmetra believes her actions serve the greater good in society. But there are times when she wonders whether the control and order she desires are truly best for humanity.

Symmetra Turret

Small construct, unaligned

Armor Class 10
Hit Points 1 (1d1)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	1 (–5)	10 (+0)	1 (–5)

Skills Perception +2
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses passive Perception 12
Languages none
Challenge 0 (0 XP)

Actions

Hard Light. *Ranged Weapon Attack:* +2 to hit, range 30 ft., one target. *Hit:* 5 (1d10) force damage and the target's speed is reduced by 5 feet until the end of their next turn.

Symmetra

Medium humanoid (human), any alignment

Armor Class 14 (shields)
Hit Points 100 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	20 (+5)	10 (+0)	12 (+1)

Saving Throws Con +4, Wis +2
Skills Arcana +7, Investigation +7, Tinker Tools +5
Senses passive Perception 10
Languages Common, Telugu, Hindi
Challenge 3 (700 XP)

Actions

Photon Projector. One enemy within 30 feet must make a DC 15 Dexterity saving throw, taking 5 (1d10) force damage on a failed save, or half as much damage on a successful one. Every consecutive round that Symmetra makes this attack, the damage increases by 5 (1d10) up to a maximum of 33 (6d10). If Symmetra does not make the attack, it reverts back to its base damage.

Photon Projector (Charged). *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target. *Hit:* 8 (1d10 + 3) force damage.

Sentry Turret. As a bonus action Symmetra summons a turret in a space adjacent to her. She can have up to 6 turrets active at once.

Photon Barrier (Recharge 5-6). Symmetra sends a mobile barrier to absorb damage. The barrier moves 30 feet in a straight line each round and blocks enemy projectiles in a 10 foot wide space. The barrier lasts until it hits a solid wall or obstacle.

Teleporter (Recharge short/long rest). Symmetra summons a teleporter exit. Allies stepping through the previously set up entrace instantly appear at the exit.

Shield Generator (Recharge short/long rest). Symmetra summons a stationary generator. All allies and Symmetra within 100 feet of the generator gain 25 temporary hit points. If they haven't taken damage since the start of their last turn, they regain 25 temporary hit points, to a maximum of 25. The generator has 50 hit points and is immune to poison and psychic damage.

Torbjorn

Medium humanoid (dwarf), any alignment

Armor Class 16 (engineer armor)
Hit Points 102 (12d8 + 48)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	18 (+4)	12 (+1)	10 (+0)

Saving Throws Dex +3, Wis +4
Skills Arcana +7, Tinker Tools +3
Damage Resistances fire
Senses passive Perception 11
Languages Common, Swiss German, Dwarven
Challenge 3 (700 XP)

Upgrade. If Torbjorn spends 2 actions to upgrade his turrent, it becomes level 2.

Actions

Rivet Gun. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage. If target is within 10 feet, deal an additional 5 (1d10) damage.

Forge Hammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage. If Torbjorn uses this attack on his turret, it automatically hits but the turret instead regains 10 hit points.

Build Turret. Torbjorn summons a level 1 turret in an adjacent space. Torbjorn can only have one turret at a time.

Armor Pack (Recharge 5-6). As a bonus action Torbjorn grants either himself or an ally 20 temporary hit points.

Molten Core (Recharge short/long rest). Torbjorn enters his Molten Core form. While in this form he gains resistance to all damage and immunity to fire damage. He can make two rivet gun or forge hammer attacks as an action. If he has a turret, it instantly becomes one level higher (to a maximum of 3). If he does not have a turret, he can summon one as a free action and upgrade it a level with one action. This form lasts for 3 rounds.

Torbjorn

Torbjörn's extensive arsenal includes a rivet gun and hammer, as well as a personal forge that he can use to build upgradeable turrets and dole out protective armor packs.

Build 'em up, break 'em down. At its height, Overwatch possessed one of the most advanced armaments on the planet, which could be traced to the workshop of an ingenious engineer named Torbjörn Lindholm.

Before the Omnic Crisis, Torbjörn had gained notoriety for designing weapons systems used by countries around the world. However, his belief that technology must serve a better vision for humanity put him at odds with his employers, who desired to control his weapons using networked computer intelligence.

Torbjörn had a deep mistrust of sentient robotic intelligence, and while many of his peers wrote this off as paranoia, his worst fears were realized when the robot populations of the world turned against their human creators during the Omnic Crisis. Because of his engineering genius, he was recruited to join the original Overwatch strike team, and his many inventions proved integral to ending the crisis. In the years that followed, Overwatch became an international peacekeeping force, and Torbjörn remained a critical resource for all of its technological needs and signature weapons systems.

But in the aftermath of Overwatch's fall, many of Torbjörn's weapons were stolen or stashed away around the world. Feeling responsible for his creations, Torbjörn is determined to stop them from falling into the wrong hands and wreaking havoc on the innocent.

Turret (Level 1)

Small construct, unaligned

Armor Class 13 (natural)
Hit Points 35 (10d6)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	1 (–5)	10 (+0)	1 (–5)

Skills Perception +2
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses passive Perception 12
Languages none
Challenge 0 (0 XP)

Actions

Shoot. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 3 (1d6) piercing damage.

Turret (Level 2)

Small construct, unaligned

Armor Class 13 (natural)
Hit Points 70 (20d6)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (–5)	10 (+0)	1 (–5)

Skills Perception +2
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses passive Perception 12
Languages none
Challenge 0 (0 XP)

Actions

Shoot. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Turret (Level 3)

Small construct, unaligned

Armor Class 15 (natural)
Hit Points 105 (30d6)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	1 (–5)	10 (+0)	1 (–5)

Skills Perception +2
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses passive Perception 12
Languages none
Challenge 0 (0 XP)

Actions

Shoot. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 11 (2d10) piercing damage.

Tracer

Toting twin pulse pistols, energy-based time bombs, and rapid-fire banter, Tracer is able to "blink" through space and rewind her personal timeline as she battles to right wrongs the world over.

Cheers, love! The cavalry's here! The former Overwatch agent known as Tracer is a time-jumping adventurer and an irrepressible force for good.

Lena Oxton (call sign: "Tracer") was the youngest person ever inducted into Overwatch's experimental flight program. Known for her fearless piloting skills, she was handpicked to test the prototype of a teleporting fighter, the Slipstream. But during its first flight, the aircraft's teleportation matrix malfunctioned, and it disappeared. Lena was presumed dead.

She reappeared months later, but her ordeal had greatly changed her: her molecules had been desynchronized from the flow of time. Suffering from "chronal disassociation," she was a living ghost, disappearing for hours and days at a time. Even for the brief moments she was present, she was unable to maintain physical form.

Overwatch's doctors and scientists were stumped, and Tracer's case seemed hopeless until a scientist named Winston designed the chronal accelerator, a device capable of keeping Tracer anchored in the present. In addition, it gave Tracer the ability to control her own time, allowing her to speed it up and slow it down at will. With her newfound skills, she became one of Overwatch's most effective agents.

Since Overwatch's dissolution, Tracer has continued to right wrongs and fight the good fight wherever the opportunity presents itself.

Tracer

Medium humanoid (human), any alignment

Armor Class 18 (temporal stabilizer)
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Dex +8, Cha +7
Skills Acrobatics +8, Perception +4, Persuasion +7
Senses passive Perception 14
Languages Common
Challenge 6 (2,300 XP)

Nimble. Tracer does not provoke attacks of opportunity for movement.

Actions

Multiattack. Tracer makes two pulse pistol attacks.

Blink. As a bonus action, Tracer can teleport up to 60 feet. She can split this movement up into a maximum of 3 teleports.

Pulse Pistol. *Ranged Weapon Attack:* +8 to hit, range 100/300 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If she beats the target's AC by at least 5, she deals an additional 4 (1d8) piercing damage.

Pulse Bomb (Recharge 6). Tracer throws a bomb at a point within 30 feet. Each creature within 5 feet of the bomb must make a DC 16 Dexterity saving throw, taking 36 (8d8) force damage on a failed save, or half as much damage on a successful one.

Reactions

Recall. When Tracer is affected by an attack or ability, she can negate it and teleport up to 60 feet. She is not affected by the triggering effect.

Widowmaker

Widowmaker equips herself with whatever it takes to eliminate her targets, including mines that dispense poisonous gas, a visor that grants her squad infra-sight, and a powerful sniper rifle that can fire in fully-automatic mode.

One shot, one kill. Widowmaker is the perfect assassin: a patient, ruthlessly efficient killer who shows neither emotion nor remorse.

It is believed that in her former life, Widowmaker was married to Gérard Lacroix, an Overwatch agent spearheading operations against the Talon terrorist organization. After several unsuccessful attempts to eliminate Gérard, Talon decided to change its focus to his wife, Amélie. Talon operatives kidnapped her and subjected her to an intense program of neural reconditioning. They broke her will, suppressed her personality, and reprogrammed her as a sleeper agent. She was eventually found by Overwatch agents, apparently none the worse for wear, and returned to her normal life.

Two weeks later she killed Gérard in his sleep.

Her mission complete, Amélie returned to Talon, and they completed the process of turning her into a living weapon. She was given extensive training in the covert arts, and then her physiology was altered, drastically slowing her heart, which turned her skin cold and blue and numbed her ability to experience human emotion. Amélie was gone.

Now, Widowmaker is Talon's most effective assassin, feeling little save the satisfaction of a job well done.

Widowmaker

Medium undead, any alignment

Armor Class 15 (leather)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	12 (+1)	10 (+0)	18 (+4)

Saving Throws Dex +6, Con +5, Wis +2
Skills Acrobatics +6, Deception +6, Perception +2, Persuasion +6, Sleight of Hand +6, Stealth +6
Senses passive Perception 12
Languages Common, French
Challenge 3 (700 XP)

Headshot. If Widowmaker attacks an enemy that can't see her, she deals an additional 14 (4d6) damage. If she surprises them, she deals an automatic critical hit.

Grapple Line. Widowmaker can suspend herself from her grapple line and hang upside down. She does not have disadvantage on attacks while doing so.

Infra-Sight. Widowmaker can see all creatures within 100 feet of her even if they are invisible or behind cover. A creature that does not give off heat, like some undead, cannot be seen.

Actions

Widow's Kiss. *Ranged Weapon Attack:* +6 to hit, range 1000 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Grappling Hook (recharge 5-6). As a bonus action Widowmaker shoots a grapple line at a point within 60 feet and moves to that point.

Reactions

Venom Mine (Recharge 5-6). Widowmaker hid a venom mine and you stepped on it. One creature within 100 feet must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage and being poisoned on a failed save, or half as much damage on a successful one. The target can repeat the saving throw at the end of each of their turns to end the poisoned condition.

Winston

Winston wields impressive inventions—a jump pack, electricity-blasting Tesla Cannon, portable shield projector and more—with literal gorilla strength.

Imagination is the essence of discovery. A super-intelligent, genetically engineered gorilla, Winston is a brilliant scientist and a champion for humanity's potential.

The Horizon Lunar Colony was established as a first step for humanity's renewed exploration of space. Among its residents was a group of genetically enhanced gorillas that were intended to test the effects of prolonged habitation in space.

Winston

Medium beast, any alignment

Armor Class 14 (scientist armor)
Hit Points 238 (25d8 + 125)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	20 (+5)	14 (+2)	10 (+0)

Saving Throws Dex +7, Wis +7
Skills Acrobatics +7, Arcana +11, Athletics +11, History +11, Religion +11, Tinker Tools +11
Senses passive Perception 12
Languages Common
Challenge 13 (10,000 XP)

Actions

Tesla Cannon. All enemies within 10 feet of Winston must make a DC 18 Constitution saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Punch. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage.

Jump Pack. As a bonus action Winston leaps up to 60 feet. Any creatures adjacent to him when he lands must make a DC 19 Dexterity saving throw or take 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Barrier Projector (Recharge 5-6). As a bonus action Winston places a barrier on the ground that projects in a 10 foot radius. The barrier blocks all hostile projectiles. The barriers lasts for 1 round.

Primal Rage (Recharge short/long rest). Winston regains all of his hit points and gains resistance to bludgeoning, piercing, and slashing damage. He can make two punch attacks as an action. If he hits with a punch attack, the target must make a DC 19 Strength saving throw or be pushed back 10 feet on a failure. While raging, Winston cannot use his tesla cannon. His rage lasts for up to 6 rounds.

One gorilla displayed such rapid brain development from the gene therapy that he was taken under the wing of Dr. Harold Winston, who taught him science and inspired him with tales of human ingenuity. The young gorilla passed his days assisting with the scientists' experiments, watching the distant blue world outside his habitat window, dreaming of the endless possibilities that awaited him there.

But his life was thrown into chaos when the other gorillas led an uprising, killed the mission scientists, and claimed the colony for their own. Taking on the name of his beloved human caretaker, Winston built a makeshift rocket and escaped to Earth. There he found a new home with Overwatch, an organization that represented everything he had come to admire about humanity. Winston was finally able to live up to the heroic ideal that had been instilled in him.

Now with the fall of Overwatch, Winston has gone into seclusion, once again cut off from the world he believes in, but longing for the days of heroism to return.

Zarya

Medium humanoid (human), any alignment

Armor Class 18 (heavy armor)
Hit Points 133 (14d8 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Str +7, Dex +3
Skills Athletics +7, Intimidate +3, Survival +3
Senses passive Perception 11
Languages Common, Russian
Challenge 4 (1,100 XP)

Actions

Particle Cannon. *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target. *Hit:* 11 (1d12 + 5) force damage.

Particle Cannon Grenade. Zarya fires an explosive charge to a point she can see within 120 feet. All enemies within 5 feet of the point must make a DC 15 Dexterity saving throw, taking 6 (1d12) force damage on a failed save, or half as much damage on a successful one.

Particle Barrier (Recharge 5-6). As a bonus action Zarya activates her personal barrier. The barrier absorbs all damage until the start of her next turn. Any damage the barrier absorbs is added to the damage of her next particle cannon or grenade attack

Graviton Surge (Recharge short/long rest). Zarya shoots a gravity bomb at a point she can see within 60 feet. All enemies within 20 feet of the point must make a DC 15 Strength saving throw or be pulled to the point and restrained on a failed save. Targets can repeat the saving throw at the end of each of their turns to end the condition. All targets affected by this ability share the same space.

Reactions

Projected Barrier (Recharge 5-6). Zarya places a barrier on an ally within 60 feet. The barrier absorbs all damage until the start of Zarya's next turn. Any damage absorbed by the barrier is added to Zarya's next particle cannon or grendae attack. Zarya can place this barrier on an ally after they've been targeted by an attack, but before the damage is rolled.

Zarya

Deploying powerful personal barriers that convert incoming damage into energy for her massive Particle Cannon, Zarya is an invaluable asset on the front lines of any battle.

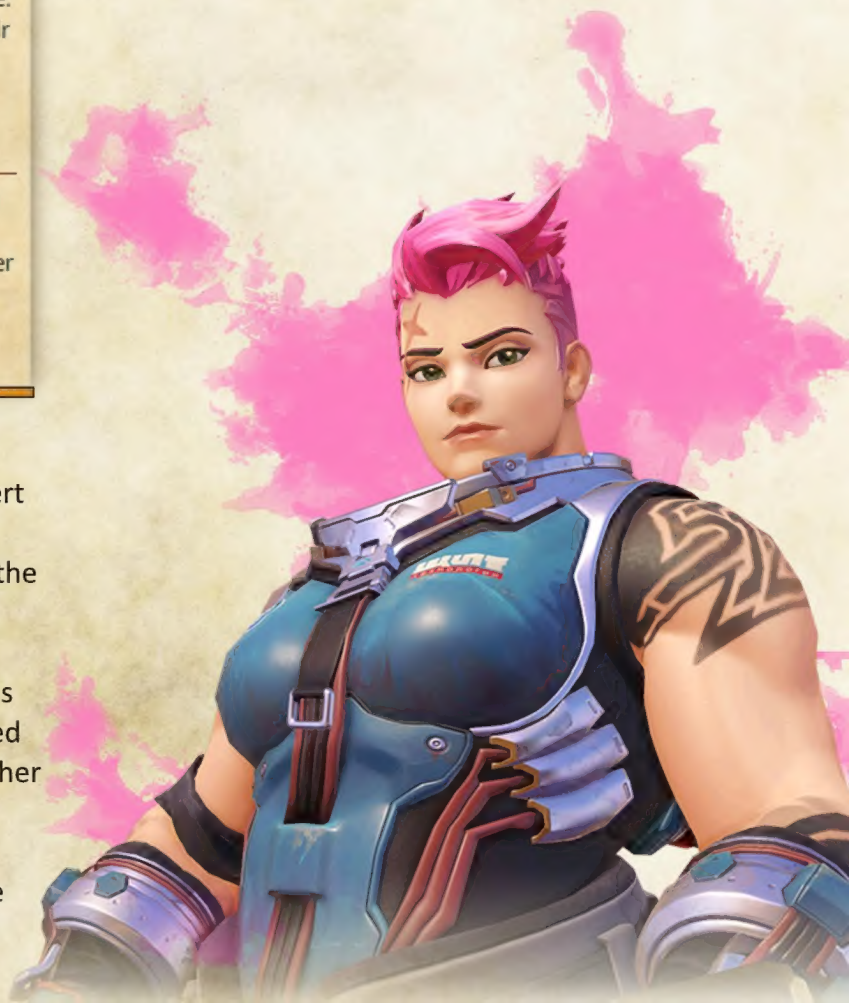
Together we are strong. Aleksandra Zaryanova is one of the world's strongest women, a celebrated athlete who sacrificed personal glory to protect her family, friends, and country in a time of war.

Aleksandra was born in a remote Siberian village that was on the front lines of the Omnic Crisis, which began some thirty years ago. Although Russian forces defeated the robots and shut down their omnium, the region was devastated by the conflict. Only a child at the time, Aleksandra was surrounded by the post-war destruction, and as she grew older, she swore that she would gain the strength to help her people recover.

Focusing on weightlifting and bodybuilding, Aleksandra was identified by the national athletics program as a potential star. She trained extensively, moving up the ranks while representing her country, and was expected to shatter longstanding records in the upcoming world championships.

But on the eve of the tournament, an attack came from the long-dormant Siberian omnium, and her village was thrust into war once again. Aleksandra immediately withdrew from the competition and rushed home to enlist in the local defense forces, sacrificing the life of fame and fortune she might have had.

Now she serves—a symbol to some, a stalwart fellow soldier to others. But for Aleksandra, it is a chance to use her great strength to protect the ones she loves.



Zenyatta

Zenyatta calls upon orbs of harmony and discord to heal his teammates and weaken his opponents, all while pursuing a transcendent state of immunity to damage.

True self is without form. Zenyatta is an omnic monk who wanders the world in search of spiritual enlightenment. It is said that those who cross his path are never the same again.

Years ago, following the Omnic Crisis, a group of outcast omnic robots experienced what they described as a spiritual awakening. They abandoned their preprogrammed lives to establish a communal monastery deep in the Himalayas. After many years of meditation on the nature of existence, they came to the belief that they were more than artificial intelligences and that, like humans, they possessed the essence of a soul.

Recognizing the spiritual equality they held with humans, the monks, led by the enigmatic robot known as Tekhartha Mondatta, sought to heal the wounds caused by the Omnic Crisis a generation earlier and bring humans and robots back into societal harmony. Their message was embraced by millions around the world, and they became global celebrities.

But one monk, Zenyatta, disagreed with this new direction. He believed that the way to repair the problems between humans and omnics was not through dogmatic teaching but through interpersonal connection and engagement.

Ultimately, Zenyatta followed his own path. He chose to leave the monastery and wander the world, helping those he meets to overcome their personal struggles and find inner peace. But, when necessary, he will fight to protect the innocent, be they omnic or human.

Zenyatta

Medium construct, any alignment

Armor Class 13 (natural)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	20 (+5)	11 (+0)

Saving Throws Str +4, Wis +7
Skills History +2, Insight +7, Persuasion +3, Religion +2
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 15
Languages all
Challenge 1 (200 XP)

Hover. Zenyatta hoves a few feet off the ground instead of walking or running.

Actions

Multiattack. Zenyatta makes two Orb of Destruction attacks.

Orb of Destruction. *Ranged Weapon Attack:* +4 to hit, range 200/600 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Orb of Harmony. As a bonus action one that Zenyatta can see within 100 feet regains 10 hit points. This ability lasts until the target dies or is no longer within line of sight of Zenyatta.

Orb of Discord. As a bonus action one enemy Zenyatta can see within 100 feet takes an additional 4 (1d8) necrotic damage from attacks. This ability lasts until the target dies or is no longer within line of sight of Zenyatta.

Transcendence (Recharge short/long rest). Zenyatta's speed is doubled, and he is immune to all damage or effects. He cannot take any actions except for Dash. Any allies who start their turn within 60 feet of Zenyatta regain 20 hit points at the start of each of their turns. Zenyatta heals to full hit points. This ability lasts for 3 rounds.